Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information   The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Contents

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Get In the Game

This is the way it goes. You want more control? You got it. You want more ways to play? No problem. You want the world to know that you are the greatest video 'baller alive? Well, we'll get you the exposure—you just prove it's true.

XSN SPORTS™

Take your game beyond the couch—take it to the world. Visit www.xsnsports.com to sign up for a season or tournament, or create your own. Play over Xbox Live™, and keep up to date with stats tracking, e-mail reminders, and more.

Page 26

NBA INSIDE DRIVE 2004

Season

Prove that you're more than just the flavor of the day. Take control of one or more teams, and then win your way through an entire season.

General Manager

Have total control. Don't like a guy's performance? Release him. Trade him. Or, best of all, create your own player to replace him.

Practice

Brush up on your skills with one of these low-pressure options:

- *Shootaround: Before getting into the pressure of a game situation, hone your shooting skills without having the D all up in your face. To switch players, just pass the ball.*
- *Free Throw: Step up to the line, and practice the gimmes 'til you get it right. See pg. 13 for specific instructions on how to shoot free throws.*

XBOX LIVE™

Get a real challenge from a real, live opponent over the Xbox Live service, or use System Link to connect two Xbox consoles.

Page 27

New for 2004

XSN Sports

XSN Sports is the beginning of a sports revolution. By combining the power of Xbox *Live* and the Internet, XSN Sports allows you to set up seasons and tournaments from a centralized website and then play those games using the Xbox *Live* service. Up-to-date scores, standings, stats, and trade proposals can be broadcast automatically to any web-based device. See pg. 26 or visit **www.xsnsports.com** for more information.

Pro Precision Control

Does your basketball appetite crave more control? *NBA Inside Drive 2004* gives it to you, with new features, such as Touch Passing, Pressure-Sensitive Passing, Pressure-Sensitive Steals, Loose-Ball Saves, and intuitive dribbling controls.

Real-Time Rivalries

NBA Inside Drive 2004 puts on the full-court press when it comes to competition choices. Get a gaming party together by setting up two Xbox consoles with System Link. Sign in to Xbox *Live* to play anyone at any time. And, to make it personal, join your friends in an XSN Sports season or tournament to determine bragging rights once and for all.
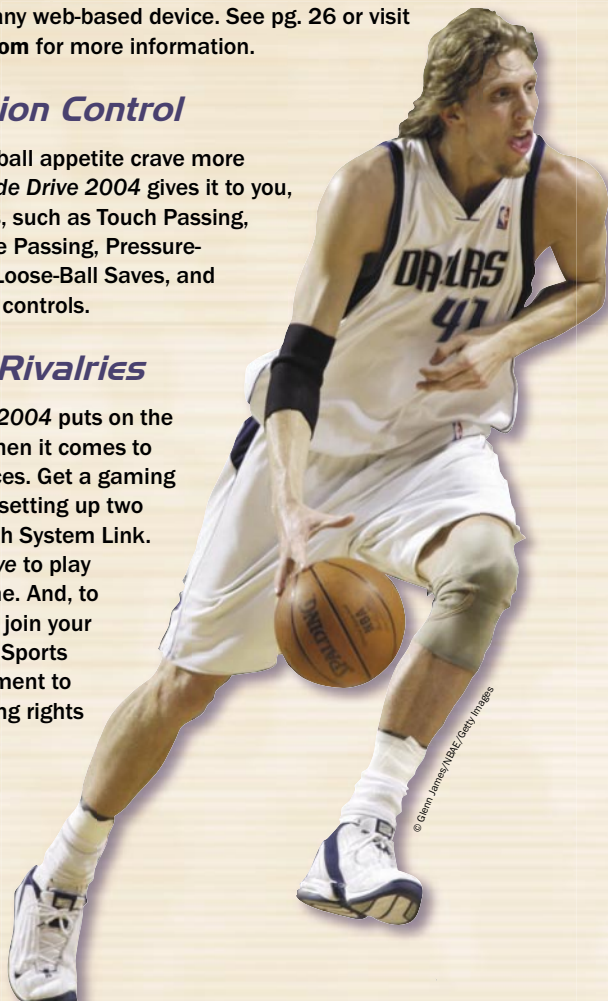
© Glenn James/NBAE/Getty Images

User Profiles

Your user profile saves all the information about how you want to play—from controller configurations to offensive and defensive settings. Change your mind? No big. You can change your profile settings at any time by choosing **User Profiles** from the **Main Menu**.

To create a user profile

1. From the **Main Menu**, choose **User Profiles**.
2. On the **User Profiles** menu, select **Create/Manage Profile**.
3. Select the slot where you want to save your profile.
4. Use the virtual keyboard to give your profile a name.

To modify an existing user profile

1. From the **Main Menu**, choose **User Profiles**.
2. On the **User Profiles** menu, select **My Options**.
3. Select the user profile you want to edit.
4. Navigate through the menus, and make any changes you want.

To change controller configurations in-game

1. During a game, select **Controllers** from the **Pause** menu.
2. Select the user profile you want to edit.
3. Press Ⓧ to view the controller configuration, or press Ⓨ to modify the controller settings.

Playbook

NBA Inside Drive 2004 features more than two dozen plays, and each team has its own playbook similar to the one used by its real NBA counterpart. Each team has four default plays already assigned to ⊕ to use with Real-Time Coaching. But, if you think you can do better, be our guest.

To customize your playbook

1. On the **Team Select** screen before the game begins, press Ⓧ to view the **Coaching** menu, and then select **Playbook**.
   –or–
   During a game, select **Coaching** from the **Pause** menu, and then select **Playbook**.

2. Move Ⓛ up or down to highlight the play you want to replace, and then press Ⓐ.

3. Move Ⓛ left or right to choose a group of plays.

4. Move Ⓛ up or down to highlight the specific play you want to use.

5. Press Ⓐ again to switch the two highlighted plays, or press Ⓑ to cancel the switch.

6. To call a play during a game, press right on ⊕. Then, press ⊕ again in the direction that corresponds with the play you want to call.

To use Real-Time Coaching

1. Use the playbook to assign plays to ⊕.

   - To access the playbook in **Single Game**, **Season**, or **Playoffs** mode, press Ⓧ on the **Team Select** menu before the game begins, and then select **Playbook**.
     –or–
   - Select **Coaching** from the **Pause** menu during the game, and then select **Playbook**.
     –or–

   - To use a saved playbook, select **User Profiles** from the **Main Menu**, and then select **My Options**. Select a user profile, and then select **Playbook**.

2. During a game, press a direction on ⊕ to display the coaching option you want to change.

Real-Time Coaching	
⬆	Team defense
⬇	Defensive pressure
⬅	Tempo
➡	Playbook

3. Press ⊕ again in the direction that corresponds with the setting you want to use.

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Lineups

Don't like the starting five on your favorite team? Think the coach is crazy for playing the veteran power forward when the rookie on the bench is twice as good? Now you can edit the lineups *before* you hit the hardwood.

To set the starting lineup for a single game

1. On the **Team Select** screen before the game begins, press Ⓧ to view the **Coaching** menu, and then select **Edit Lineups**.

2. Use Ⓛ or Ⓡ to cycle through the preset lineups (Defensive, Quick, Big, 3-Point, Rebounding).

3. Press Ⓐ to select the highlighted player, move Ⓛ up or down to highlight his replacement, and then press Ⓐ again to make the switch. Repeat as necessary.

4. To set one of these lineups as your starting lineup, press ▶START.

To set the starting lineup permanently

1. From the **Main Menu**, select **General Manager**, and then select **Edit Rosters**.

2. Use Ⓛ or Ⓡ to select the team you want to edit.

3. Press Ⓐ to select the highlighted player, move up or down to highlight his replacement, and then press Ⓐ again to make the switch. Repeat as necessary.
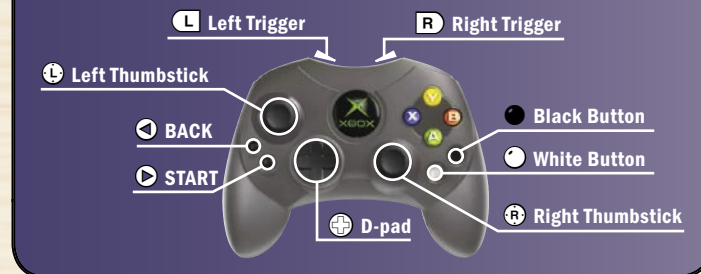
Hot and Cold Streaks

If you want a better chance of scoring points—or shutting down your opponent—you need to get momentum on your side.

To get on a hot streak, string together a series of successful shots, blocks, or steals. But, be forewarned. If you put up several bricks in a row, you're headed for a cold streak instead.

If you notice that your opponent is on a hot streak, try calling a timeout to cool him off. If one of your own guys can't buy a bucket, bench him.

Key to Xbox Controls

Ⓛ Left Trigger   Ⓡ Right Trigger

Ⓛ Left Thumbstick

◀ BACK

▶ START

⊕ D-pad

● Black Button

○ White Button

Ⓡ Right Thumbstick

OFFENSE

Basic Offense with the Ball

Turbo

Shoot/Pump fake

View icons for passing

Protect the ball/ Backdown

Crossover/Spin/Juke

Pass

Lob pass

Call for a screen

Juke/Pass/Lob*

Real-Time Coaching

Move

Pause

Press for full timeout; Tap for 20-second timeout

Basic Offense without the Ball

Turbo

Jump/Rebound

Call for a pass**

Switch players

Call for a shot**

Set a screen

Directional switch***

Real-Time Coaching

Move

Pause

Press for full timeout; Tap for 20-second timeout

*Assign the **Right Thumbstick** to **Juke**, **Pass**, or **Lob** on the **Controller Settings** menu (**Juke** is the default setting). If the **Pass** or **Lob** option is selected, move 🅡 in the direction you want to pass or lob, and then click it (press it in). The farther you move 🅡 , the farther your pass or lob will be.

To call for a computer teammate to pass or take a shot, you must set **Player Switching to **Manual** or set **Player Lock** to a specific position on the **Controller Settings** menu.

***Move 🅡 in the direction of the player to whom you want to switch, and then click it (press it in).

OFFENSE

Shooting

It all comes down to one thing—getting the rock through the hoop. It doesn't matter how slick your moves are if you can't score a bucket. And, this is where you learn to do just that.

For both field goals and free throws, there are two difficulty settings: **Normal**, which is the default, and **Easy**, which allows you to get a shot off with a single press of a button. You can change the settings for **Shooting Control** and **Free-Throw Control** from the **Controller Settings** menu.

To access the Controller Settings menu

- When starting a game, press Ⓨ on the **Controllers** screen.
  –or–
- Select **User Profiles** from the **Main Menu**, and then select **My Options**. Select a user profile, and then select **Controller Settings**.
  –or–
- During a game, select **Controllers** from the **Pause** menu, and then press Ⓨ.

Normal Shooting (default)

If **Shooting Control** is set to **Normal**, press and hold Ⓧ, and then release it at the top of the jump for the best chance to score. Watch the shooting meter that appears below the shooter—for the best possible shot, release Ⓧ when the meter turns green. Select **Shootaround** in the **Practice** menu to refine your shooting touch.

Easy Shooting

If **Shooting Control** is set to **Easy**, simply press Ⓧ to take a shot. The shooter's accuracy is based solely on his shooting-skill ratings. Note that you cannot perform a pump fake if **Shooting Control** is set to **Easy**.

Free Throws

Normal Free Throws (default)

If **Free-Throw Control** is set to **Normal**, the accuracy of the shot depends on your timing. Look for the bar that appears at the bottom of the screen. The speed at which the ball icon moves across the bar depends on the shooter's free-throw ability—the better the free-throw shooter, the slower the ball.

To shoot a free throw

1. Press Ⓧ to make the ball start moving across the bar.
2. Press Ⓧ again when the ball matches up with the **Power** circle (at the far right of the bar).
3. Press Ⓧ one more time when the ball matches the **Accuracy** circle (at the far left of the bar).

The closer you get to completely matching up the circles, the more accurate the free throw will be. However, you'll have a better chance of making the shot using a better free-throw shooter, even if you don't match the circles perfectly.

Easy Free Throws

If **Free-Throw Control** is set to **Easy**, simply press Ⓧ when your player is at the line. His accuracy is based solely on his free-throw skill rating.
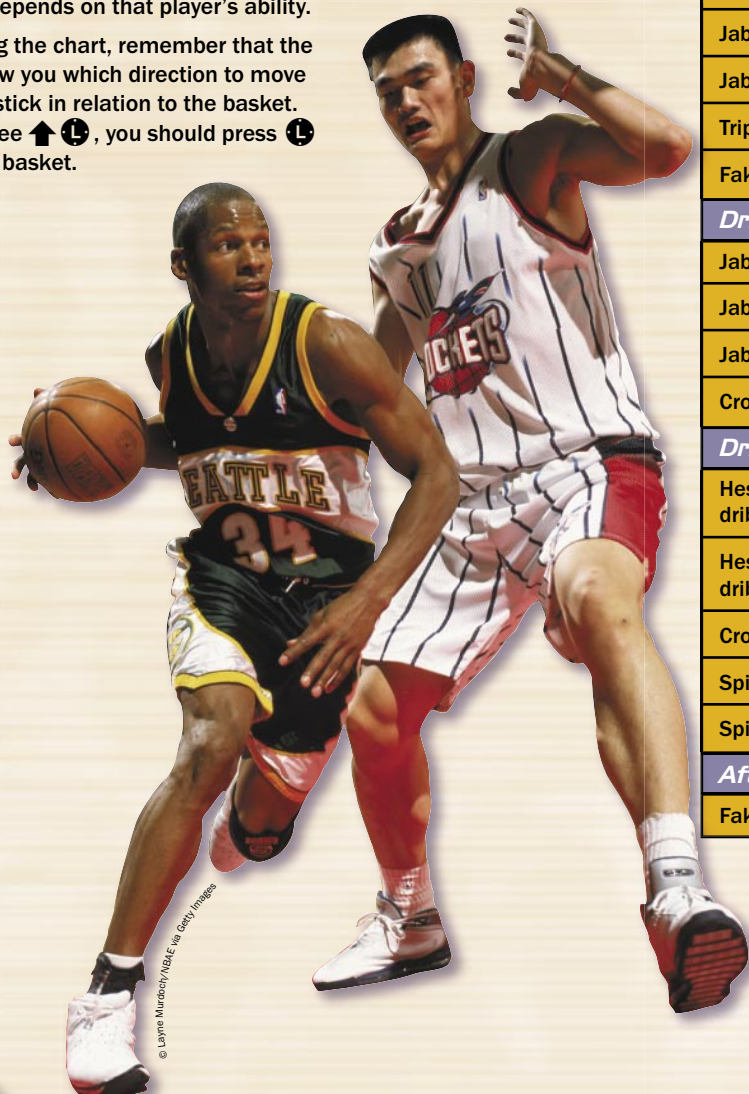
OFFENSE
Jukes

A juke is a fake-out move used to drive past a defender or to get off a better shot. While the chart on the next page gives you a good idea of the kinds of jukes you can perform, the exact move a player performs depends on that player's ability.

When using the chart, remember that the arrows show you which direction to move the thumbstick in relation to the basket. So, if you see ⬆Ⓛ, you should press Ⓛ toward the basket.

JUKE	CONTROLS	ALTERNATE*
Before Dribbling		
Jab step left	Ⓑ + ⬅Ⓛ	⬅Ⓡ
Jab step right	Ⓑ + ➡Ⓛ	Ⓡ➡
Jab step forward	Ⓑ + ⬆Ⓛ	⬆Ⓡ
Triple threat	Ⓑ + ⬇Ⓛ	⬇Ⓡ
Fake pass	Ⓑ tap	Ⓡ click
Dribbling—Not Moving		
Jab step left	Ⓑ + ⬅Ⓛ	⬅Ⓡ
Jab step right	Ⓑ + ➡Ⓛ	Ⓡ➡
Jab step forward	Ⓑ + ⬆Ⓛ	⬆Ⓡ
Crossover	Ⓑ tap	Ⓡ click
Dribbling—Moving		
Hesitation dribble left	Ⓑ + ⬅Ⓛ	⬅Ⓡ
Hesitation dribble right	Ⓑ + ➡Ⓛ	Ⓡ➡
Crossover	Ⓑ tap	Ⓡ click
Spin left	hold Ⓡ + Ⓑ + ⬅Ⓛ	Ⓡ + ⬅Ⓡ
Spin right	hold Ⓡ + Ⓑ + ➡Ⓛ	Ⓡ + Ⓡ➡
After Dribbling		
Fake pass	Ⓑ tap	Ⓡ click

*The default **Right Thumbstick** setting is **Juke**. To change it, access the **Controller Settings** menu by pressing Ⓨ on the **Controller Select** menu before the game begins or by selecting **Controllers** from the **Pause** menu during a game and then pressing Ⓨ.

OFFENSE
Post Moves

Getting to the paint doesn't necessarily mean you're going to rack up two. When you step into the key, the D is going to heat up, and you'll have to break out your best moves to get to the basket.

Post moves are listed in the chart on the next page. To perform any of these moves, you must first start backing down your defender by holding **L** when you're within seven feet of the basket. And, just like in the juke chart on pg. 15, the arrows on this chart show the direction to move **L** in relation to the basket.

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POST MOVE	CONTROLS
Backdown	
Backdown	hold **L**
Backdown & push to basket	hold **L** + ⬆**L**
Backdown & push hard to basket	hold **L** + ⬆**L** + **R**
Stop backing down	release **L** + release **L**
Spin	
Spin left	⬅**L** + release **L**
Spin right	**L**➡ + release **L**
Hook Shot	
Hook shot left*	⬅**L** + hold **L** + **X**
Hook shot right*	**L**➡ + hold **L** + **X**
Step Out	
Step-out move	⬇**L** + release **L**
Step-out shot*	⬇**L** + release **L** + **X**

* The default setting for **Shooting Control** is **Normal**. If **Shooting Control** is set to **Easy**, just tap **X** to shoot.

OFFENSE

Passing

Anyone can put the ball in the basket. The true basketball artist knows the value of a good pass. How fancy you get is up to you.

Icon Passing

To take advantage of icon passing, press (Y) to make button icons appear above your teammates' heads. Then, press the button that matches the icon over the head of the player to whom you want to pass. To cancel out of icon-passing mode, press (Y) again.

Icons	
(A)	Point guard
(B)	Shooting guard
(X)	Power forward
●	Small forward
○	Center

Coach's Tip

When you're not in control of the ball, you can use the same icon method to switch players.

Pressure-Sensitive Passing

For the advanced player, Pressure-Sensitive Passing allows you to choose the type of pass you make, from a quick chest pass to a high entry pass to get the ball into the post. To turn on Pressure-Sensitive Passing, select **Tap/Hold Lobs** from the **Controller Settings** menu.

Touch Passing

Any time after a pass has been made—but before it reaches your teammate—press (A) again to perform a touch pass. The player receiving the ball will immediately pass it off to another teammate. Use (L) to control the direction of the touch pass.

DEFENSE

Basic Defensive Controls

Turbo*

Crouch/Box out/ Arm bar

Block/Rebound

View icons for switching

Steal

Switch players

Take a charge

Call for a double-team

Directional switch**

Real-Time Coaching

Move

Pause

Intentional foul

*The results of using turbo will depend on the other actions being performed by the player.

**To switch to the player closest to the basket, click (R) (press it in) without moving it in any direction. For a directional switch, move (R) in the direction of the player to whom you want to switch, and then click it.

DEFENSE

Steals

Tap Ⓑ to perform a poke, which is a quicker version of the steal. You're not guaranteed to get the ball, but it should help keep you out of foul trouble. To perform a regular steal, press and hold Ⓑ. It's more effective than a poke, but there's a greater risk of being called for a foul.

Loose-Ball Saves

When a loose ball is heading out of bounds and your team was the last to touch it, you can try to save it. If you have a player close enough to attempt the save, use Ⓛ to move him toward the ball. He'll try automatically to keep the ball in play.

Designating Matchups

Need to double-team that mammoth center in the paint? Or, maybe you want to turn up the pressure on the shooting guard who drains all the threes? You need to switch your matchups.

To designate matchups

1. Before the game begins, press Ⓧ on the **Team Select** menu.
   –or–
   During a game, select **Coaching** from the **Pause** menu.

2. On the **Coaching** menu, select **Matchups**.

3. Move Ⓛ up or down to highlight a player on your team, and then press Ⓐ to select him.

4. Move Ⓛ up or down to highlight an opponent, and then press Ⓐ to assign your player to guard him.

5. Press Ⓧ to cycle through the options for applying pressure to the highlighted opponent.

6. Press Ⓨ to cycle through the options for using a double-team on the highlighted opponent.

Creating a Player

Always thought you'd make a great NBA player? Well, your time has come. Get your behind off the couch, brush off the potato chip crumbs, and get into the game! Here's your chance to see yourself—or at least your *virtual* self—on the court with your favorite team.

### To create a player and add him to a team

1. On the **Main Menu**, select **General Manager**. (A player created this way is available in **Practice**, **Single Game**, **Season**, and **Playoffs** modes if **Rosters** is set to **Custom** in the game settings. Note that your player does not earn additional skill points in **Playoffs** mode.)
   –or–
   On the **Main Menu**, select **Season**. Follow the prompts until you reach the **Offseason** menu or the **League Home** menu, and then select **Front Office**. (A player created this way is available only in the season in which he was created.)

2. Select **Create Player.**

3. Use Ⓛ or Ⓡ to cycle through the available options.

4. On the **Gear** screen, press ⚫ or ⚪ to change the color of the player's accessories.

5. Save your player, and then add him to a team.

6. On the **General Manager** menu, select **Edit Rosters**.

7. Select your created player (who currently is inactive), and then select the active player with whom you want to switch.

Setting Skill Levels

Not only can you customize your new player's look and history, you can decide how good he is on the court. If you set the player's style to **Custom**, you can use a point bank to set his attributes however you like. If you change the player's style, his attributes are adjusted accordingly.

When adjusting custom attributes, note that not all skills are equal. The color and the number of stars associated with a skill indicate how important—and how expensive—that skill is. Keep an eye on the point bank at the top of the screen to see how many points you have remaining.

Note that when you leave this screen, your player's attributes are fixed. You are able to increase these settings only after you earn additional skill points.
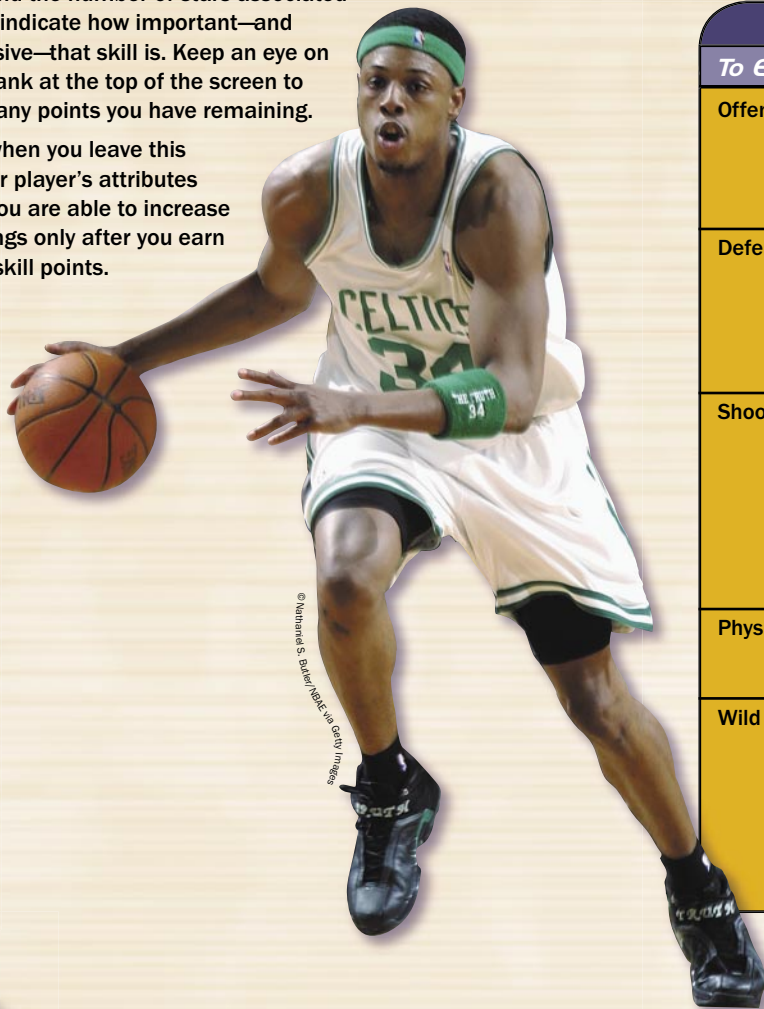
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Earning Skill Points

For your new player to increase his abilities, he first needs to earn certain achievements in either **Single Game** or **Season** mode. Those achievements will earn him points that go toward enhancing his various skills. Note that created players will earn points in **Season** mode only if you've set **Created Player Progress** on the **Gameplay Settings** menu to **Incentive**.

Additional Skill Points	
To Earn	**Achieve**
Offensive skill points	**Assist** **Offensive rebound** **Converted 3-point play** **Foul drawn in act of shooting** **Converted 4-point play**
Defensive skill points	**Forced turnover** **Block** **Defensive rebound** **Stripped ball** **Knocked ball loose** **Intercepted pass**
Shooting skill points	**Successful 3-point shot** **Successful jump shot** **Successful fadeaway** **Successful hook shot** **Successful dunk** **Successful free throw** **Successful layup** **Successful tip-in**
Physical skill points	**Points scored under one minute** **Successful alley-oop pass** **Percentage of game played**
Wild Card points	**Double-double** **Triple-double** **Quadruple-double** **50-point game** **Half- or full-court shot** **Player of the Game** **Successful shot at buzzer** **Part of winning team**

Season

Let's say that just one game isn't enough for you. Or, that you want to be both a player *and* a general manager. Then, you'll want to get into a season, where you can lead your favorite team—or teams—through 25 seasons of slammin' b-ball action.

Fantasy Draft

If you are really going to take full control of your team, you're going to want to select your own players. This is where the fantasy draft comes in. To turn on the fantasy draft, set the **Fantasy Draft** option on the **Gameplay** screen to **Yes**. Note that this option is available only after you enter **Season** mode; it does not appear on the **Gameplay** screen if you make any other selection from the **Main Menu**.

Front Office

Dominating a season takes more than showing off your skills on the court. You must work behind the scenes to manage your rosters, trade players, create players, and more. For that, you have to enter the **Front Office**.

To use the General Manager/Front Office

- Choose **General Manager** directly from the **Main Menu** if you want to make global changes that will affect all game modes (except previously saved **Season** games).

  –or–

- Choose **Front Office** from the **League Home** menu after you've started a season if you want your changes to affect only that season.

Created-Player Progress

A created player's rating in each skill category might increase or decrease according to either **Natural** or **Incentive** progression.

- **Natural Progression:** Based on several factors, including age and potential. Created players can progress this way, and all existing NBA players will progress this way.

- **Incentive Progression:** Based on points earned during the season. Created players can progress this way. (See pg. 23 for more information.)

Offseason

When the regular season is history and the playoffs are through, there's still work to be done. This is your opportunity to update your roster(s) with trades, free-agent signings, and the rookie draft. If you need a little time off, you can have the draft conducted for you.

© Layne Murdoch/NBAE/Getty Images
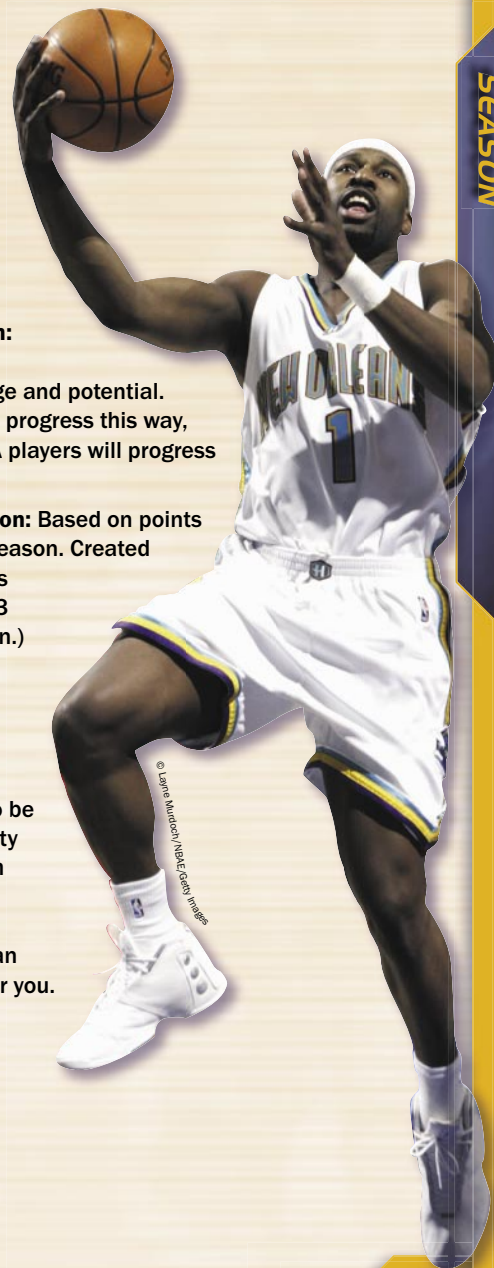
XSN Sports combines the power of Xbox *Live* with the connectivity of the Internet to bring you a whole new gaming experience. You create the seasons; you dominate the tournaments; you become the legend. We make it possible.

How to get started with XSN Sports

1. Subscribe to Xbox *Live*. (See pg. 27 for more information.)

2. From any computer, log on to the Internet, and go to **www.xsnsports.com** to join or create seasons or tournaments.

3. Take your competition name and password back to your Xbox console, and then compete over Xbox *Live*.

Record your competition name and password here

What else can you do with XSN Sports?

- Check out game schedules.
- View game results and player stats.
- Read and post to message boards.
- Send messages to other XSN Sports participants.
- Receive game invitations, schedule updates, and other notifications through e-mail.

Remember, to sign up for the XSN Sports experience, you have to use a computer to log on to the Internet, and then visit **www.xsnsports.com**.

Xbox Live

Take NBA Inside Drive 2004 Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamertag, set up a **Friends** list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable NBA Inside Drive 2004 Content

If you are an Xbox *Live* subscriber, you can download the very latest content (such as rosters) to your Xbox console.

Connecting

Before you can play *NBA Inside Drive 2004* online, you need to connect your Xbox console to a high-speed or broadband Internet connection, and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect**.
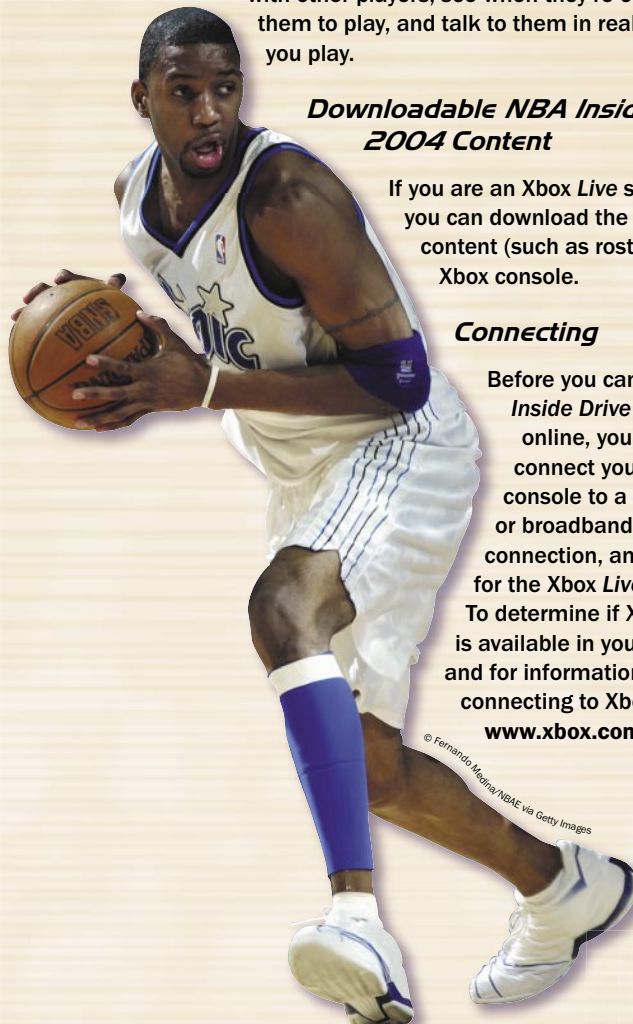
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Live Menu

When you are in the *Live* Menu for *NBA Inside Drive 2004,* you have a number of options.

NBA Inside Drive Live Menu	
Quick Match	Find an opponent immediately without specifying game criteria.
OptiMatch™	Specify criteria for the game you would like to host or join.
Create Game	Get right into the action by hosting a game.
XSNsports.com Game	Play a game in your **XSNsports.com** season or tournament. (See pg. 26 for more information on XSN Sports.)
Friends List	View your current **Friends** list, see the online status of a friend, and invite a friend to play.
Recent Players List	View gamers you have played recently in *NBA Inside Drive 2004.*
Rankings	See where you rank, and view stats on other players.
Options	Set your **Online Status**, decide whether or not to change the sound of your voice, and adjust your audio and video settings.
Roster Updates	Download updated rosters.
Sign Out/In	Quit your game session, and sign out of Xbox *Live*, or sign in additional players on the same Xbox console.

Rankings

The rankings track rank, wins and losses, disconnects, and offensive/defensive statistics. You also can view the rankings of players on your **Friends** list or **Recent Players** list.

Voice Capabilities

Using an Xbox Communicator, you can chat with your opponent while you play online. See the instructions that came with your Xbox Communicator for more information.

Friends List

You can add up to 100 other gamers to your **Friends** list. You can send and receive invitations from those friends, see if they are signed in, see which games they're playing, and more.

To add/delete a player to/from your Friends list

1. From the *Live* Menu, select **Friends List**.
2. Press Ⓧ to bring up the virtual keyboard.
3. Enter the gamertag of the player to add to your **Friends** list.

–or–

1. Select **Recent Players List** from the *Live* Menu.
   –or–
   Select **Players List** from the **Side Select Options** menu.
   –or–
   During a game, select **Online Options** from the **Pause** menu. From there, select **Players List**.
2. Highlight the name of the player, and then press Ⓐ.
3. Highlight **Send Friend Request**, and then press Ⓐ to send the request.
   –or–
   Highlight **Remove from Friends List**, and then press Ⓐ to remove that player from your **Friends** list.

To invite a friend to join a game

1. Select **Friends List** from the *Live* Menu.
2. Press (A) to select the friend you want to invite.
3. Select **Send Game Invite**.

-or-

1. Select **Create a Game** from the *Live* Menu.
2. After setting your game criteria, press (A).
3. Press (X) to bring up the **Side Select Options** menu.
4. Select **Friends List**.
5. Press (A) to select the friend you want to invite.

To appear offline to other players

1. Go to the *Live* Menu.
2. Select **Options**.
3. From the **Options** menu, select *Live* **Options**.
4. Set your **Online Status** to **Appear Offline**.

The Xbox Live Icons

Icon	Description
🔊	Voice on
🔇	Voice muted
⏱	Game invitation sent
⏱	Game invitation received
↓	Friend is online
↑	Friend request sent
↑	Friend request received

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See the in-game credits for the complete list of NBA Inside Drive 2004 *team members.*

⬤=Volt   ◯=ArtSource   ⬤=S&T OnSite   ⬤=VMC Consulting

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- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

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For more information, visit us on the Web at **www.xbox.com**

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Offense

Shoot/Pump fake

View icons for passing

Turbo

Crossover/Spin/Juke

Protect the ball/
Backdown

Pass

Lob pass

Call for a screen

Juke/Pass/Lob

Move

Real-Time Coaching

Pause

Press for full timeout;
Tap for 20-second timeout

Defense

Block/Rebound

View icons for switching

Turbo

Steal

Crouch/Box out/
Arm bar

Switch players

Take a charge

Call for a double-team

Directional switch

Move

Real-Time Coaching

Pause

Intentional foul